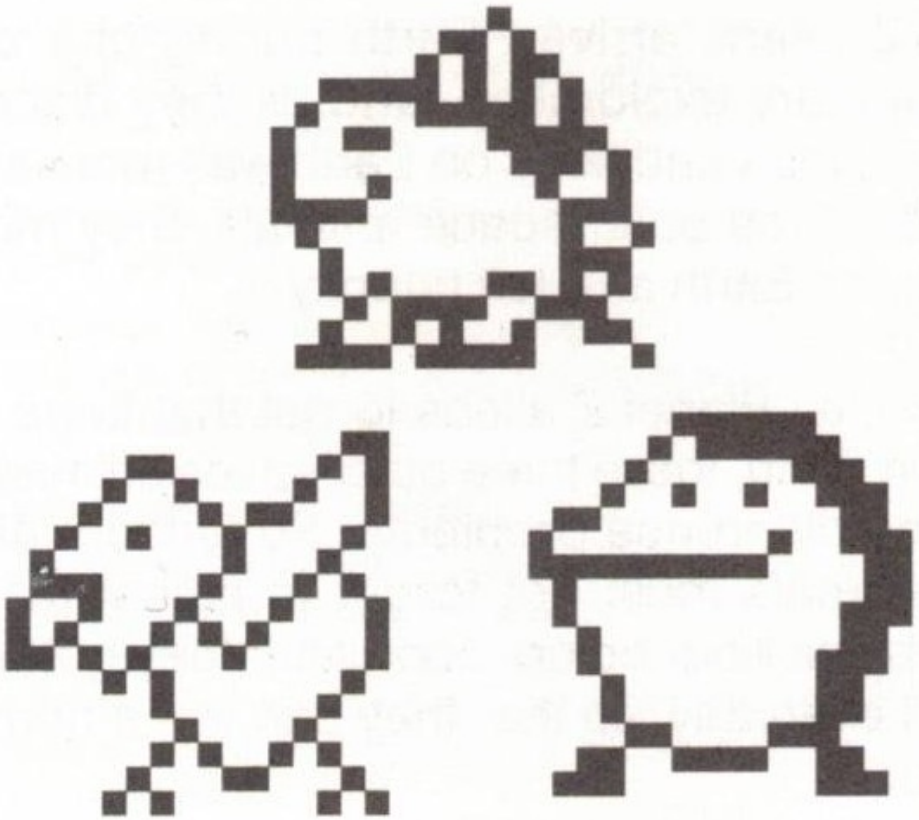
3-in-One Space Pets

User Manual

• Chick • Dinosaur • Penguin •



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Space Z Pets

Aliens from the distant Planet Z found three outer space animals in the wide galaxy: the space chick, Mars dinosaur and Polaris penguin.

As there are only 23 hours on Planet Z, they altered the genetic groupings of these three outer space animals so that they can adapt to the environment on Planet Z.

Planet Z aliens arrived Earth during one of their interplanetary exploration, and as they discovered that the living conditions on Earth was more suitable for these three outer space animals, they migrated them to the Earth and left happily.

However, as Planet Z aliens forget that there are 24 hours on Earth, these three outer space animals faced with time difference problems. So feeders of these outer animals must not forget to adjust the clock slower by an hour before noon after they got up from the bed everyday, so that they can live a normal life on Earth.

Game Initialization

Users must select a pet before setting the time.

1. Push A to select egg types
2. Push B to confirm or enter time setting mode
3. Push A to set time
4. Push B to set minute
5. Push C to confirm time setting and quit to start egg hatching.
6. Push A and C at the same time will cancel the sound.

chick

dinosaur

penguin

The game is divided into two stages.

Stage 1: **Egg Selection Menu**

At the beginning of the game, users will find three eggs on the menu, they must select one of these eggs before entering to the time setting mode by pushing B. When time setting has been completed, it will automatically log in the egg hatching menu, and in about two minutes, a pet will be borned and the game will start.

Attention: users must change the either the hour or the minute setting to complete the time setting; otherwise, it will enter the egg selection menu again.

Stage 2: **Pet Feeding and Growing**

Despite necessary feeding, game, medical treatment, users must pay attention to the physical conditions of pets during the growing, such as the weight, health condition which will affect the growing of pets. When a users overlook the physical conditions of pets, they will change form and will be unable to grow to stage 5 and will even die.

8 Functional Signs

There are 8 signs which represent the following functions:

4 Signs on Upper Row: feeding, light, game, medical treatment
4 Signs on Lower Row: cleaning, condition check, education, call.

Feeding

There are four kinds of food, and the second one is the auxiliary food of pets.

The first one is "rice", each feeding will indicate by one feeding unit and one weight unit, when the feeding bar is full, pets will shake their heads to show that they are full.

The second one is different food for different pets, each feeding will indicate by half a feeding unit and one weight unit, when the feeding bar is full, pets will shake their heads to show that they are full.

Chick refers to milk

Dinosaur refers to meat

Penguin refers to fish

The third one is sugar, feeding unit bar will remain unchanged while the weight unit bar will increase by one unit for every feeding of sugar.

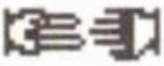
The fourth one is water, each feeding of water will indicate by one water feeding unit, but the weight unit bar will remain unchanged, pets will shake their heads when they do not want any more water.

The gaining and losing of weight will differ from one pet to another.

Game

There are two kinds of games, one is "matching" and another one is "guessing". The 3 winnings in 5 rounds system has been adopted for both games.

Matching: It is to match (or guess) the position of pets, either on the left of the right. Push A to represent the left and B the right.



Guessing: To play finger guessing with pets, push A to select scissors, stone or paper, and push B to show.If you want to quit the game, push C. In each game, the pet weight unit will decrease by one unit, and when the pet wins, his mood indicator will increase by one unit as he is so happy; if he loses, the mood indicator will decrease by half a unit as he is unhappy. When the game is idled for about 18 seconds, it will end automatically, and the mood indicator will decrease by half a unit.

Light

Turn off the light when pets are sleeping.

Light will automatically turns on when pets get up.

Medical Treatment

When pets are left unfooded, unwatered, unentertained, or when they are sick, they will neither eat or drink, and the skull sign which represents for medical treatment will appear on the right top corner of the screen. Pets will die if no medical treatment is given in 3-6 hours. When medical treatment is given, all indicators

Cleaning

Cleaning is necessary after excretions, pets will easily get sick when no cleaning is given after the excretions.

Education

Pets will call deliberately when they are bad, then they need education. After the education, the education indicator will increase by half a unit, and when education is given when pets do not cry, their mood indicator will decrease by half a unit.

Call

When pets need sleep, food, entertainment or education, the indicator will be on and the machine will give out a sound to warn users.

How to Suspend the Growth of Outer Space Animals

Feeders can enter the time setting mode to suspend the growth of the outer space animals when they do not have time to raise them.

Status Check

Push A to select an item for status check.

Users can check the growing status of pets, including age, weight, education, mood, food and water status.

Age: Pets will get older by 1-3 years when they wake up from sleeping. The range will depend on the different stages of pets.

Weight: Weight is indicated by G(ram) and K(ilo)G(ram), both dinosaur and penguin are indicated by KG, and chicken by G, the range of each increase or decrease will be 1-4 which depends on the different stages of pets. The "scale" icon contains two kinds of scales, the "empty scale" and "solid scale", when it is an empty scale, it means a normal weight; when it is a solid scale, it means an overweight, and users should play more with pets, otherwise pets will easily get sick. Different pets will have a different ceiling at different stages, and the gaining of weight will never exceed the ceiling.

Education: the mood, food and water indicators are divided into 4 units, the minimum increase/decrease will be half a unit.

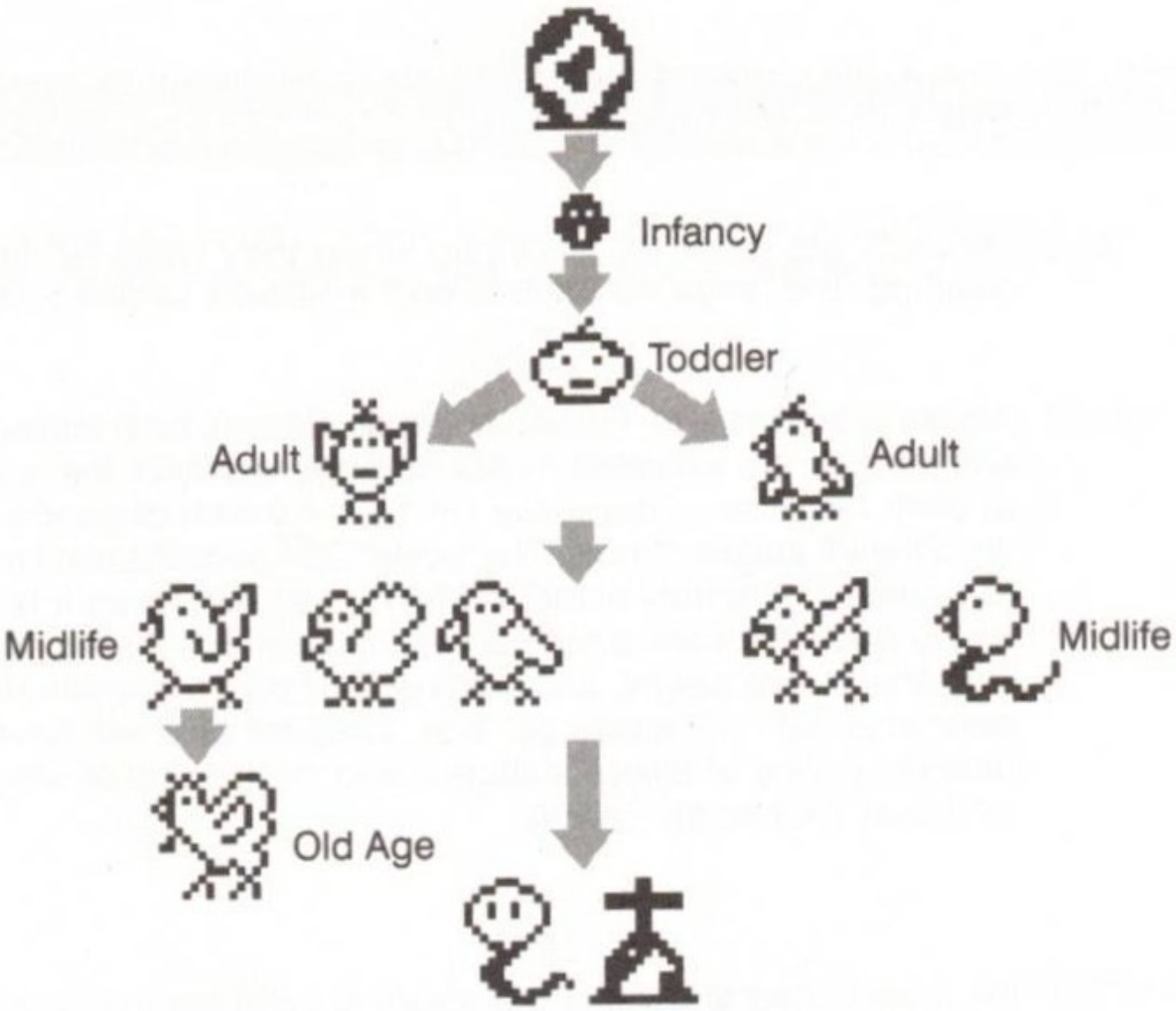
Growth of Pets

The growth of all pets is divided into the following 5 stages:

Pets will enter their infancy in about 2.5 minutes of the hatching.

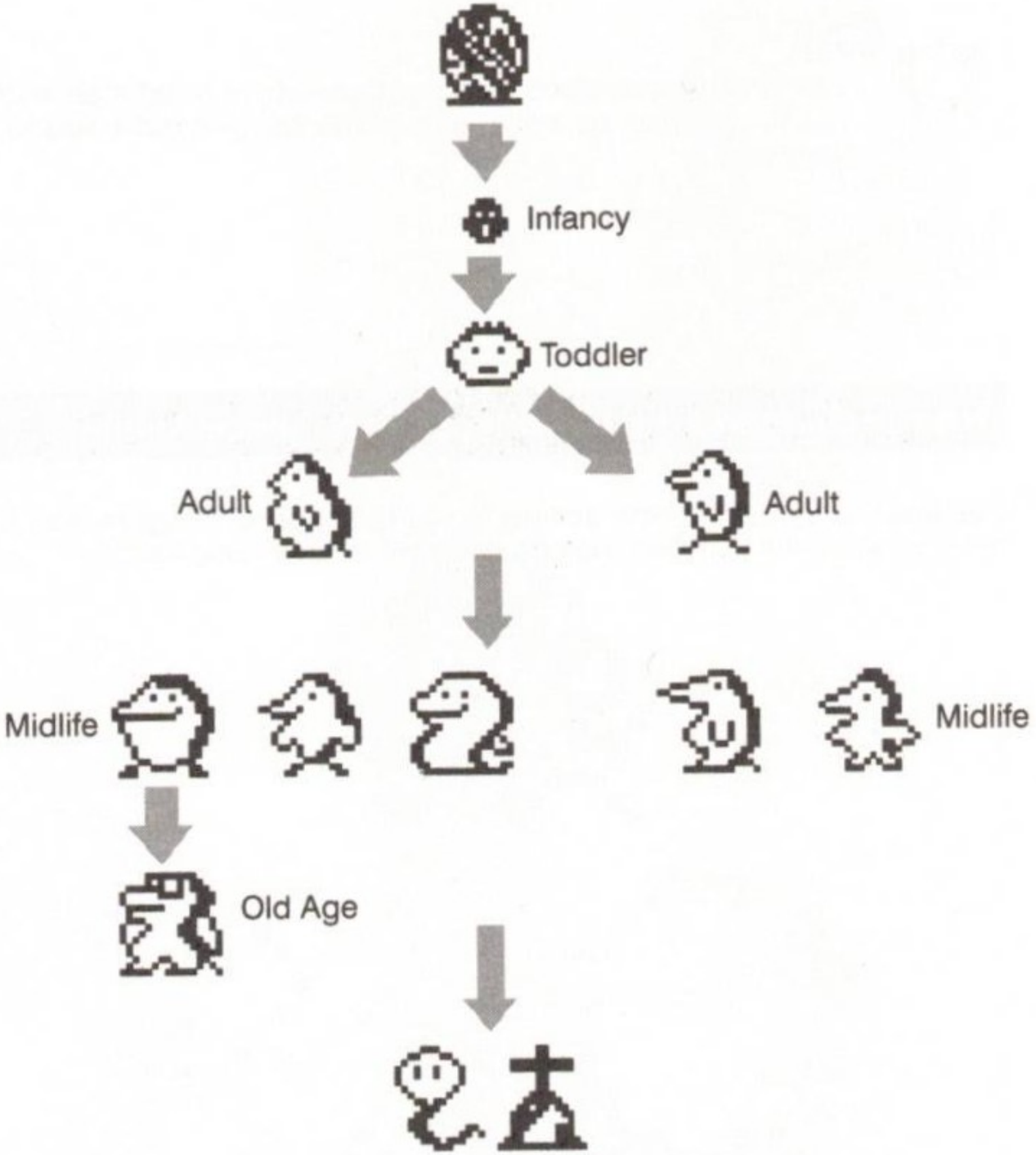
- Infancy: enter to the toddler stage in about 2 hours.
- Toddler Stage:
- Adult: pets will appear in two different forms depending on the feeding in the infancy.
- Midlife: pets will appear in five different forms depending on the feeding in the adolescence.
- Old Age:

Pet Feeding Stages: **Chick**



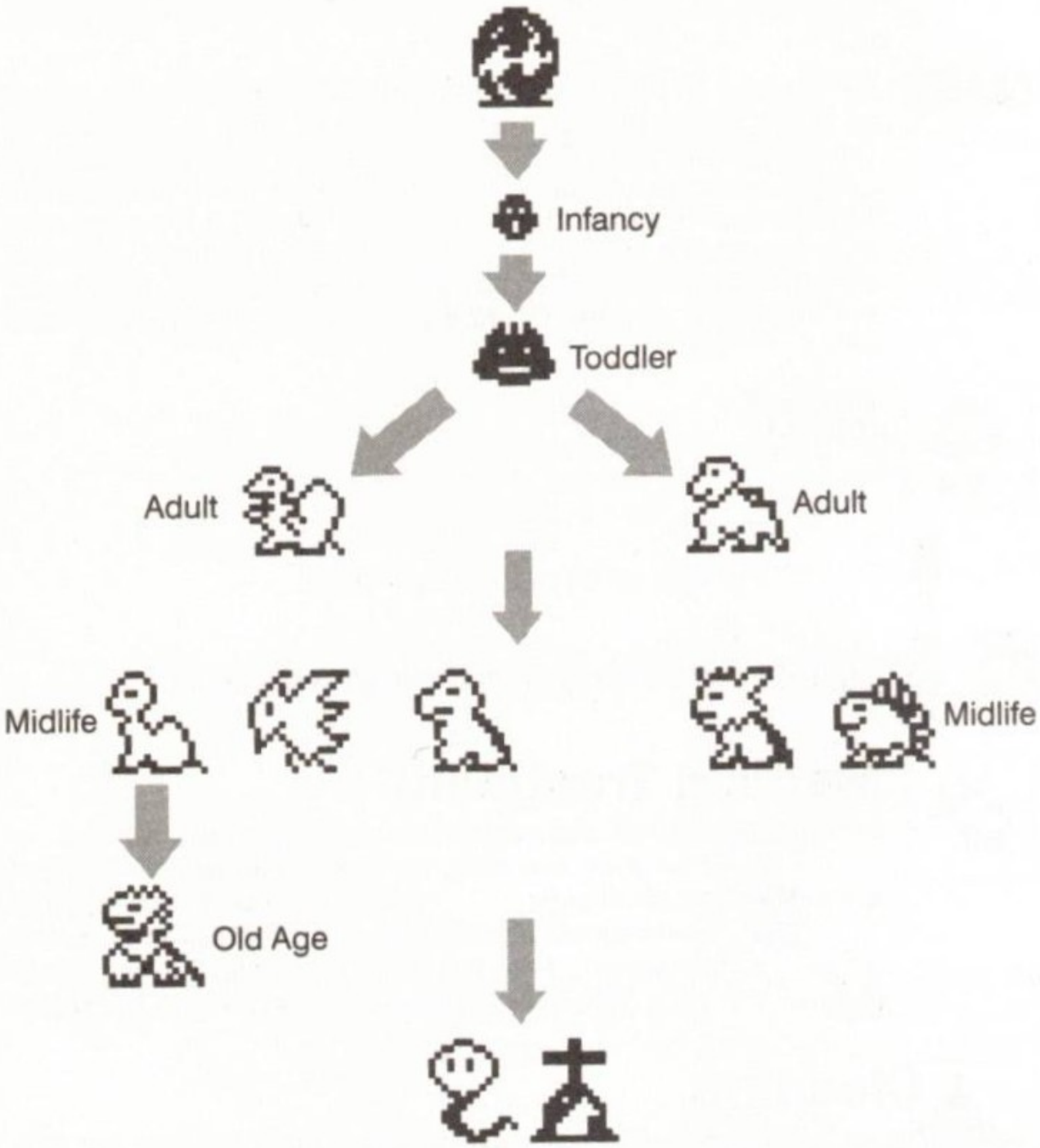
(A chick will die at all stages)

Penguin



(A penguin will die at all stages)

Dinosaur



(A dinosaur will die at all stages)

Status Description

Skull Sign

1.Sick

2.Dead

Call Sign

1.Hungry

2.Thirsty

3.Bad

4.Sleepy

Why do pets die?

1.Health condition drops to "0".

2.Weight drops to "0" kg.

3.Weight rises to "199" kg.

4.Age up to "199".

Operation Description

A: select 8 different functions
B: enter the menu of each function
C: exit function menu and return to main menu

Example: Game	Example: Feeding
Push A to select game function	Push A to select feeding function
Push B to confirm	Push B to confirm
Push A to go left	Push A to select food
Push B to go right	Push B to confirm

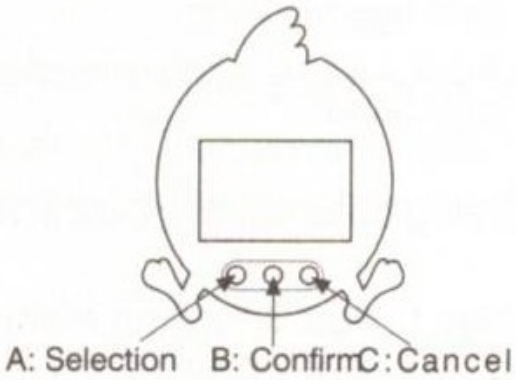
Time Setting

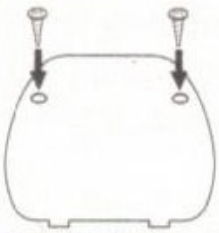
Adjust time when no indicator is on (excluding the Calling indicator) by pushing B to enter time setting mode.

Push A and C at the same time and wait until the SET sign appears on the left down corner, then start adjusting time.

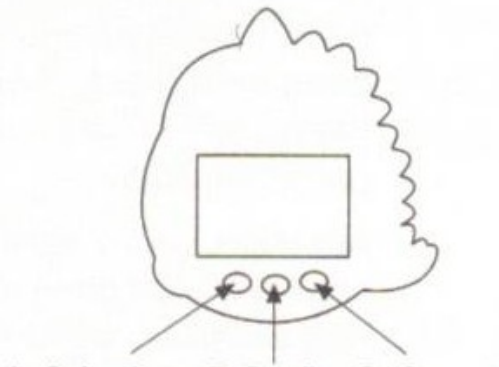
Push A to set hour and B to set minute.

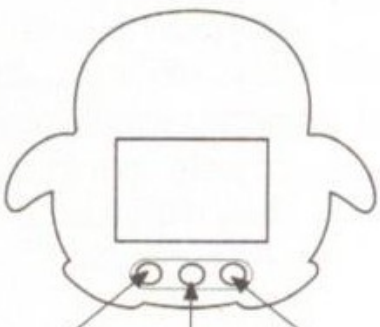
Push C to confirm setting and quit.





RELEASE TWO SCREWS AND OPEN THE BATTERY COVER



RESET A GAME WHEN A PET DIES OR USERS WANT TO CHANGE A PET BY PUSHING IT WITH PEN TIP.

TWO AG13 BUTTON BATTERIES ARE INCLUDED, REPLACE TWO MORE NEW BATTERIES WHEN POWER ARE WEAK OR OFF.